OOP Mini-Project Requirements

**Project Title :** Decision Game

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**Project Aims**

* To create a fully functional ‘Decision game ’ where the player following the story line is allowed to make their own choices to survive.
* The Player must be over 18 years of age to play this game as its not suitable for children therefore the system contains validation to prevent this.
* The system contains logic to determine a Players game time.
* The system allows you to add a player remove a player and view the players game statistics.
* The system Interface implements ActionListeners to handle the players choices when selecting options and changing slides.
* The system should be able to serialise and de-serialise the player progress and stats.
* It should have extra functionality such as a stopwatch to monitor time and determine a players longest and shortest game time.